

*NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?*



Nintendo®

AUTHORIZED REPAIR CENTERS™
1-800-255-3700

Nintendo of America Inc.

P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN JAPAN

Nintendo®

GAME BOY Color®

GAME BOY®

GAME & WATCH
GALLERY 2™

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



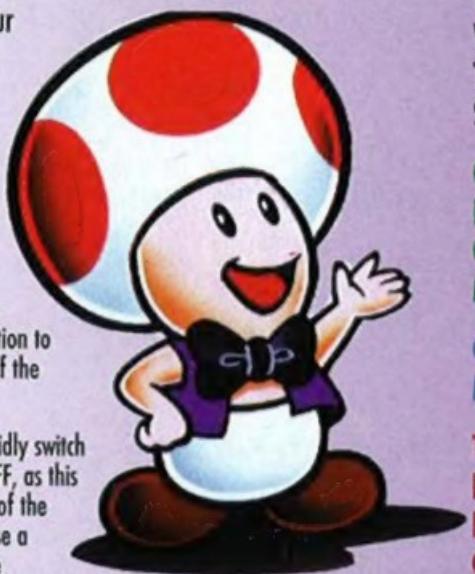
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

© 1980-82, 1997, 1998 Nintendo of America Inc.

TM, ® and Game Boy Color are trademarks of Nintendo of America Inc.

© 1997, 1998 Nintendo of America Inc.

Thank you for selecting the Game & Watch Gallery 2™ Game Pak for Nintendo® Game Boy® systems. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.



This Game Pak has a battery back-up function to record the progress of the game.

CAUTION: Do not rapidly switch the Power ON and OFF, as this may shorten the life of the batteries and/or cause a battery-backed Game Pak to lose your stored information.

Game & Watch Gallery2 is a re-creation of classic Nintendo games and has no timekeeping function.

CONTENTS

What is Game & Watch ?	4
Welcome To The Gallery	6
The Gallery Corner	8
Super Game Boy	8
Getting Started	10
Interrupt Save	11
Game Selection	12
Mode Selection	13
Classic Mode	14
Modern Mode	14
The Games:	
Parachute	16
Helmet	18
Chef	20
Vermin	22
Donkey Kong	24
Warranty & Service Info	27

What Is Game & Watch?

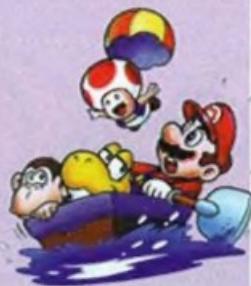
Originally released in the early 1980s, the "Game & Watch" line marked Nintendo's entry into the portable video game market.

Featuring liquid crystal displays and a handy size small enough to fit in a pocket, they quickly became a hit everywhere for gamers on the go.

"Ball," released in 1980, was the first of many released by Nintendo.

As the games evolved, so did the hardware.

Later games made use of wide and multi-screen displays; they also pioneered the now familiar + Control Pad and button configuration.



Parachute

It's a desperate situation!! The paratroopers are dropping into an ocean filled with man-eating sharks.

You must save them!

Released in 1981

Helmet
Holy Henny-Penny, it's raining tools!! Move quickly and don't let any hit your head.



Released in 1981

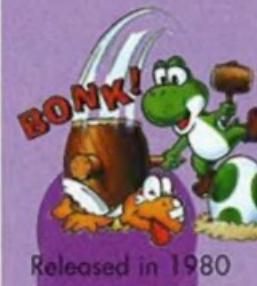


Chef

Flip up a feast, but don't drop any food. That would be a waste!

Released in 1981

Vermin
Move quickly and accurately to stop the moles as they tunnel your way!



Released in 1980



Donkey Kong

DK has kidnapped a girl and it's Mario to the rescue!

Released in 1982

Welcome to the Gallery

We return now for the revival of five great Game & Watch masterpieces!

Not content with just faithful renditions of the original games in the Classic mode, we have included updated versions in the exciting new Modern mode.

This mode combines the simple movements of the original basic game with new graphics that feature all your favorite characters.

Whether your aim is to set the high score or just pass some time, stop into the Game & Watch Gallery for some plain old fun!





The Gallery Corner

If you earn more than a certain number of points in each game, you will be treated to the Gallery Corner.

The exhibition you see will appear each time you go to the Gallery Corner.

You can access the Gallery Corner from the Title screen; however, this option won't be available until you earn enough points.

Read the "Hints" carefully and try to see it all!

Super Game Boy®

This Game Pak may be played using any Game Boy, Game Boy® pocket or Game Boy® Color portable game system.

You may also play the games in Game & Watch Gallery 2 on your television using the Super Game Boy accessory with your Super Nintendo Entertainment System®.

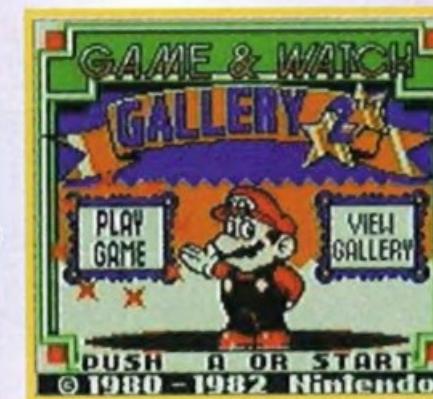
Getting Started

Correctly insert the Game & Watch Gallery 2 Game Pak into the Game Boy system and switch the Power to the **ON** position.

The "Nintendo" logo will appear for a few seconds, followed by the Title screen, then a demonstration.

Select "**Play Game**" using the + Control Pad and press the **A Button** to display the **Game Select** screen.

Once the demonstration begins, press any button to return to the Title screen.



Saving High Scores

Game & Watch Gallery 2 has a feature that will automatically save the highest score of each game, mode and difficulty level.

These high scores can be seen on each game's **Mode Select** screen.

Should you ever wish to erase all saved data, press ↑↑↓↓←→ on the + Control Pad, while viewing the **Title screen**.

Interrupt Save

Game & Watch Gallery 2 features an Interrupt Save function that allows you to continue a game even if you switch the Power OFF.

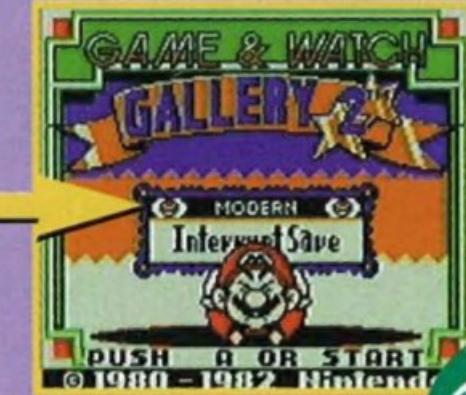
To use this feature while playing, press **START** to pause the game.

When the Pause Menu is visible, slide the power switch to **OFF**.

The next time you switch the power **ON**, "INTERRUPT SAVE" will appear on the Title screen, along with the game and mode information.

Press **START** to continue the game.

NOTE: The Interrupt Save function can only save one game in progress. When you re-start the game, your Interrupt Save data will be erased.



Game Selection

After selecting "Play Game" on the Title screen, the Game Select screen will appear.

Select any game by pressing **↑** or **↓** on the + Control Pad, then press the **A Button** to enter.



The lowest portion of the **Game Select** screen (pictured left and below) will indicate the highest score reached in each game, mode and difficulty level.

Each ★ displayed equals 200 points.

Scores earned while playing the Modern mode are shown on the left side.

Classic mode scores are shown on the right side.

The mushroom icon represents the **Easy** level, while the fireflower icon represents the **Hard** level.

As you collect ★'s in different games, good things will begin to happen in the **Gallery Corner!**

Mode Select Screen

After selecting your game, the Mode Select screen will appear.

Use the + Control Pad to select the mode and difficulty level you want to play.

You can press **START** or the **A Button** to begin the game.



Classic Mode ...

"Game & Watch" original version!

Modern Mode ...

Updated version!



In the **Modern mode**, you can turn off the background music.

To do this, press **SELECT** on the Mode Select screen. The flashing musical note indicator in the upper-left corner of the screen will disappear, turning the background music to OFF.

Classic Mode

Game Difficulty Level

GAME A
Easy
GAME B
Hard



Clearing Misses

Mistakes will be removed automatically by reaching certain point levels.
(In Vermin, no misses can be cleared.)

When you score a total of three misses in any game, mode or difficulty level, your game will be over.

Pressing START will pause the game causing the Pause menu to appear.

If you press A, B, START and SELECT simultaneously, you will reset the game to the Title screen.

Score

Miss

Score

Miss

Modern Mode

Game Difficulty Level

Easy
Hard



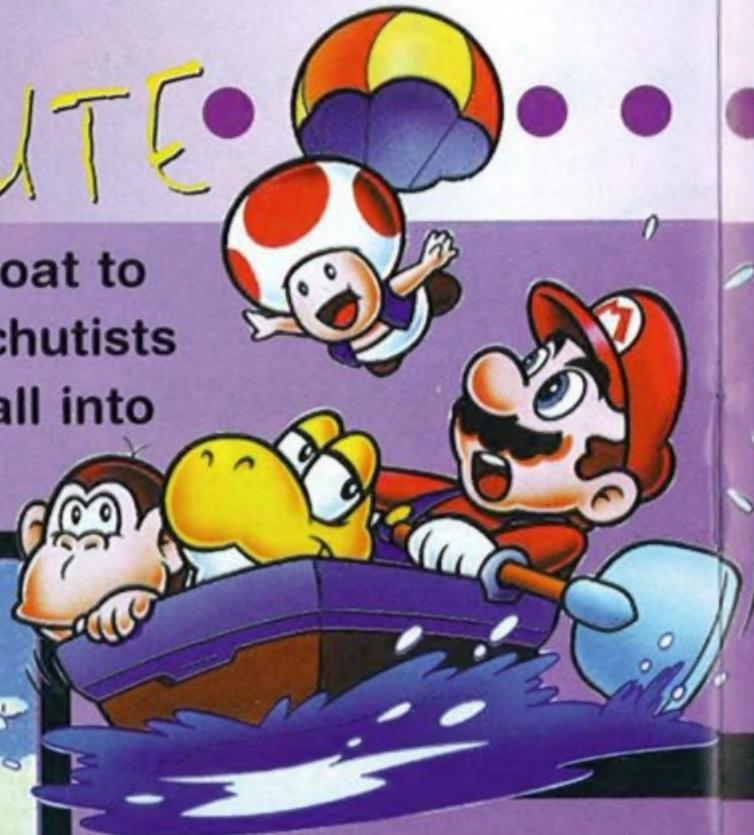
At certain point levels, a heart will appear.
Retrieve it to remove one miss.

Clearing Misses

Both Modes

PARACHUTE

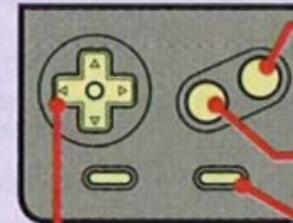
Maneuver your boat to catch the parachutists before they fall into the sea.



Classic

In GAME B, some paratroopers might be temporarily hung up in the tree as they fall.

CONTROLS



+ Control Pad

Move Left / Right

A Button

Move Right

B Button

Move Left

START

Pause

MODERN

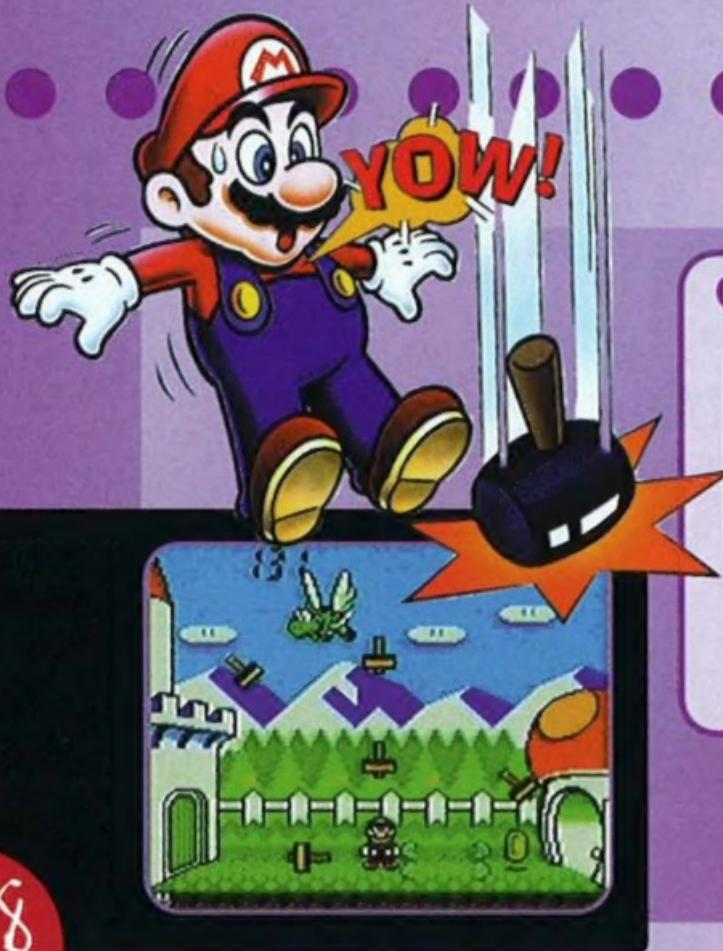
Different characters will descend at different speeds.

The cannon will fire any parachutist who unluckily lands in it.

If a parachutist lands on top of the fish, make sure to catch him "on the bounce" so you won't suffer a Miss.

When the cannon shoots a star, catch it to receive a bonus.

Be careful not to catch a Bob-omb though, because that will score a Miss too.



CONTROLS

The control panel shows a central grey area with a directional pad and two buttons. Red lines point from the text labels to specific parts of the control pad and buttons.

- A Button**: Move Right
- B Button**: Move Left
- Control Pad**: Move Left / Right
- START**: Pause

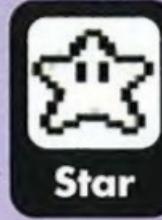
A silver helmet icon is positioned above the control panel.

Quickly make your way to the door on the right while avoiding objects dropping from the sky.

Classic

Avoid the pails, hammers and miscellaneous tools that fall from above.

You can only enter the door on the right when it is open.



HELMET MODERN

As the Koopa Paratroopa tries to drop hammers and spiked balls on your head, make your way to the Mushroom house on the right.

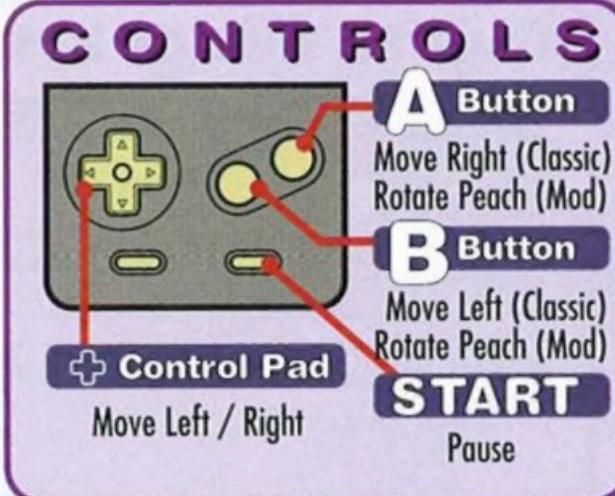
Step on the P switch to make coins appear.

Don't be greedy by collecting too many coins, because it will slow down your movement.

Step behind the door to collect your bonus.



**Cook up a meal
as you flip your
frying pan.
Be careful not to
drop any food.**



Classic

**Move left and right to cook a meal by
flipping three panfuls (four in GAME B). Watch
out for the mischievous cats.**



MODERN

**Rotate and move Peach left and right to flip
and cook the food.**

Each course will be done after several flips.

**If you can satisfy Yoshi's appetite, an egg
will appear, and hatch into Little Yoshi.**

Be careful - Yoshi doesn't like burned food!



Classic

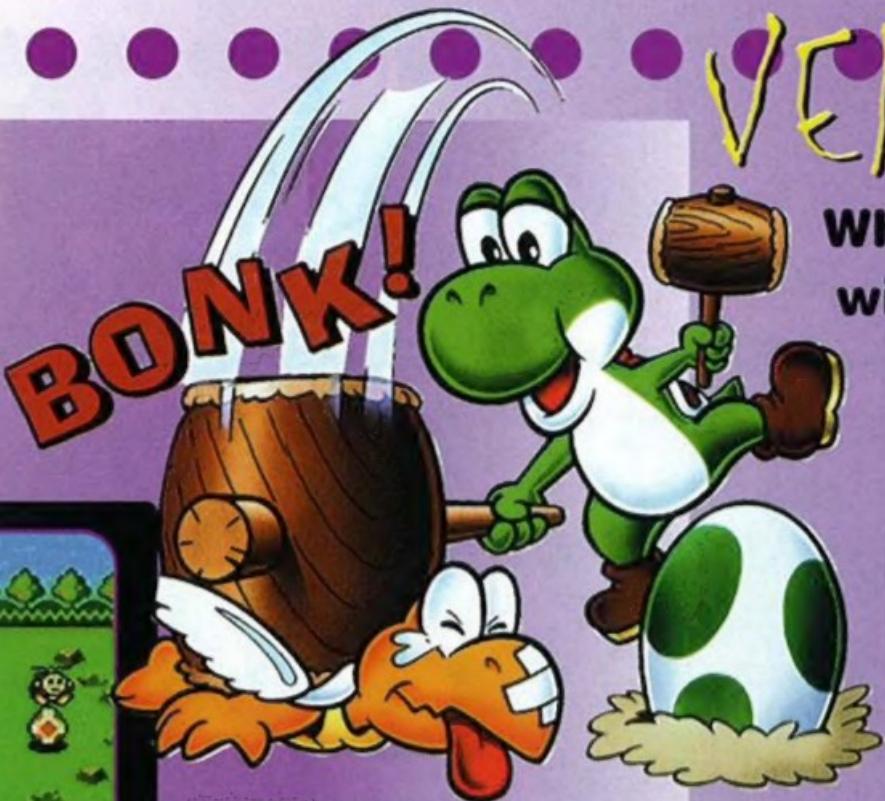
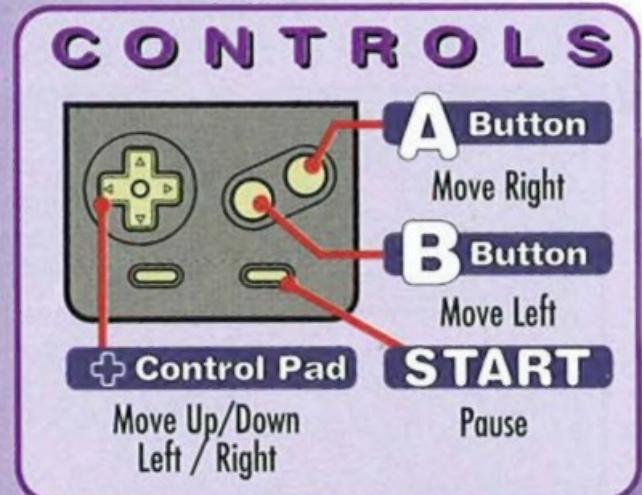
Move left and right to avoid the moles and knock them out with your mallet.

MODERN

Keep the eggs safe from attack by moving left and right to whack enemies.

Each enemy character moves at a different speed.

Remember, Boo Buddy is kind of shy!



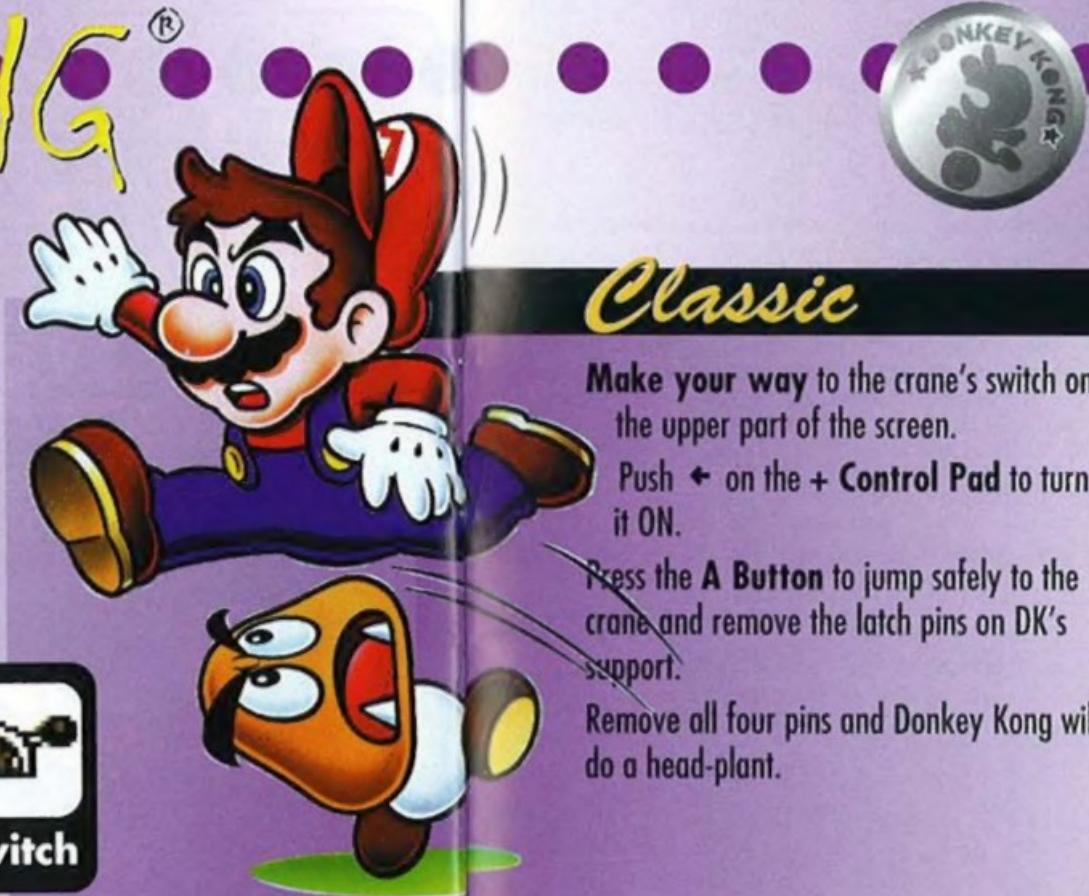
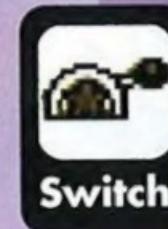
VERMIN

Whack enemies with the mallet so you won't be attacked.

DONKEY KONG[®]

Jump and avoid the barrels
as they roll at you.

Destroy the platform supports
and drop Donkey Kong on his
head to make the rescue!



Classic

Make your way to the crane's switch on
the upper part of the screen.

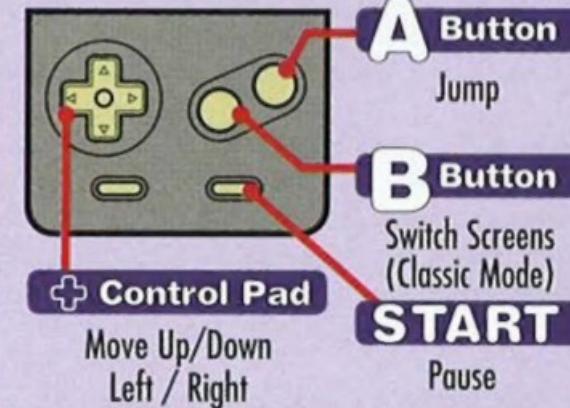
Push ← on the + Control Pad to turn
it ON.

Press the A Button to jump safely to the
crane and remove the latch pins on DK's
support.

Remove all four pins and Donkey Kong will
do a head-plant.



CONTROLS



MODERN

Make your way to the switch and press
← on the + Control Pad to start the rotating
platform, then use it to jump onto DK's
platform.

If you make it there safely four times,
Donkey Kong will do a head-plant.

IMPORTANT:

REV-B

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo Licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

WARRANTY AND SERVICE INFORMATION:

REV-K

You may need only simple instructions to correct a problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™. Please do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO

AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY AND FITNESS** FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.